

**Amendments to the Claims:**

This listing of claims will replace all prior versions and listings of claims in the application:

**Listing of Claims:**

5 1-8 (cancelled)

9 (original): A method of correcting errors in motion vectors due to camera panning, the method comprising steps:

- 10 (a) identifying a first error block that contains an error motion vector out of a plurality of blocks in a current video frame, each block in the current video frame containing a corresponding motion vector;
- 15 (b) calculating a first average motion vector value of the motion vectors for all blocks located in a first section of the current video frame, the first section of blocks being all of the blocks in the current video frame that are located before the first error block;
- 20 (c) identifying a first group of effective motion vectors by counting blocks in the first section of the current video frame having corresponding motion vector values within a first range of values bounded by the first average motion vector value minus a first threshold value and the first average motion vector value plus the first threshold value;
- (d) calculating a first panning motion vector value to be equal to an average value of the first group of effective motion vectors; and
- (e) correcting the first error block by setting the motion vector of the first error block to be equal to the first panning motion vector value.

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10 (original): The method of claim 9, further comprising steps:

- (c1) calculating a percentage of all of the motion vectors in the first section of the current video frame which are effective motion vectors; and
- 30 (c2) proceeding with steps (d) and (e) only if the percentage is above a predetermined percentage value.

11 (original): The method of claim 9, further comprising steps:

- (d1) calculating a second average motion vector value of motion vectors  
corresponding to a plurality of neighboring blocks surrounding the  
first error block;
- 5 (d2) determining if the second average motion vector value is within a  
second range of values bounded by the first panning motion vector  
value minus a second threshold value and the first panning motion  
vector value plus the second threshold value; and
- (d3) proceeding with step (e) only if the second average motion vector value  
10 is within the second range of values.

12 (original): The method of claim 11, wherein four neighboring blocks are used  
for calculating the second average motion vector value.

15 13 (original): The method of claim 11, wherein eight neighboring blocks are used  
for calculating the second average motion vector value.

14 (original): The method of claim 9, further comprising steps:

- (d1) calculating a median motion vector value of motion vectors  
20 corresponding to a plurality of neighboring blocks surrounding the  
first error block;
- (d2) determining if the median motion vector value is within a second range  
of values bounded by the first panning motion vector value minus a  
second threshold value and the first panning motion vector value  
25 plus the second threshold value; and
- (d3) proceeding with step (e) only if the median motion vector value is  
within the second range of values.

15 (currently amended): The method of ~~claim 9~~ claim 14, wherein the first and  
30 second threshold values are in the range of 0.5 to 3.

16 (currently amended): The method of ~~claim 9~~ claim 10, wherein the predetermined percentage value is in the range of 70% to 90%.

17 (currently amended): The method of claim 9, further comprising steps:

- 5           (f) identifying an Nth error block and an Nth section of blocks in the current video frame that are located between ~~[[the]]~~ an (N-1)th error block and the Nth error block, N being an integer equal to or greater than 2;
- (g) identifying an Nth group of effective motion vectors by counting blocks in the Nth section of the current video frame having corresponding
- 10           motion vector values within an Nth range of values bounded by the (N-1)th panning motion vector value minus a second threshold value and the (N-1)th panning motion vector value plus the second threshold value;
- (h) calculating an Nth panning motion vector value to be equal to an average
- 15           value of the first N groups of effective motion vectors;
- (i) correcting the Nth error block by setting the motion vector of the Nth error block to be equal to the Nth panning motion vector value; and
- (j) repeating steps (f) through (i) until no more error blocks exist in the current video frame.

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18 (currently amended): The method of claim 9, wherein the first section of blocks are ~~the blocks~~ located in rows above the first error block and are ~~the blocks~~ located ~~to the~~ left of the first error block and in ~~[[the]]~~ a same row as the first error block.